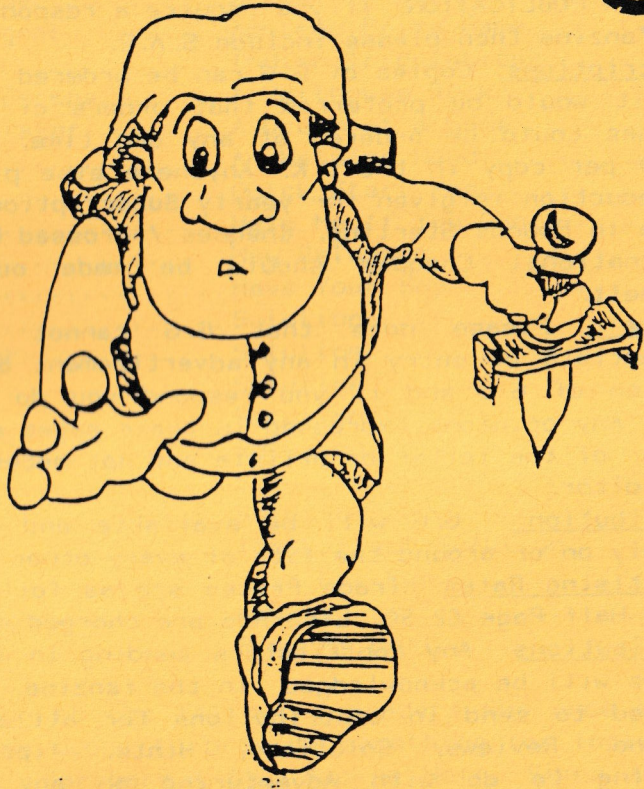


GOBLIN

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92

A Z Z E T T E

Nº 5



Formerly Bare-Bones

£1-50

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Goblin Gazette,
10 Tavistock Street,
Newland Avenue,
Hull, HU5 2LJ

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Grateful thanks go to the following readers who once again pulled out all the stops to provide something for inclusion in this magazine: Barabara Gibb, Jackie Holt, Simon Avery, Mal Ellul, Paul Lewis, Edward J Wyatt, Norman D Haigh, Tony Collins, John Wilson, Waller Pooley, Phil Glover, Tom Frost and Scott Denyer.

EDITORIAL

Things have been rather hectic here since last I wrote. Not only did I have to meet the demand for BB 4, but also with special thanks to Tim Kemp I had to run off a few back issues of BB for adventurers taking up the offer coupon that appeared in Your Sinclair, which for anybody interested was offering a £1 saving on the first 3 issues off BB, all of which contained nothing but Pure Solutions. However I would like to be busier, so get spreading the good word

You may or not have noticed that the magazine is now produced under a new name, this was mainly because I felt that Bare-Bones was no longer appropriate since I extended the magazine. I would like to thank all the readers who sent in alternative names and on sifting through them I elected to call the magazine Goblin Gazzette. I am sure that there is no need to give any clues as to where the name and spelling originated. It was of course as all you lovers of Zenobi Software know John Wilson.

Some other little changes have also been made. Getting You Started will now be known as From The Start and Hints & Tips will now come under the heading Give Us A Clue. There is also of course the Edward J Wyatt Pages an avid adventurer who strives to produce the perfect solution. Please be sure to read his letter. If you also quest for the perfect solution or would like a booklet solutions dedicated to one author then please let me know. However for this to happen I would need your contributions.

I would just like to congratulate Barbara Gibb and wish her success with her efforts with ADVENTURE PROBE which we are all once again enjoying reading. I imagine there will be much rejoicing at THE CONVENTION to be held on the 24th of this month. I still don't know if I will make it myself yet, but if I don't, maybe someone will write in to let everyone know what went on. Till the next time happy adventuring LES

* * * * *
* REVIEW *
* * * * *

Aura-Scope written by Square Peg
played on the 128k Spectrum

Nub, a strange gnome like creature had attended the needs of the 'GREAT COSMIC WHEEL' now, for longer than ancient historians care to remember, and performed them well. Only occasionally having to tap the wheel back into alignment with the 'HAMMER OF CRUCIAL ALIGNMENT' which was usually followed by a slightly more critical adjustment with the toe of his boot. Up until now that had always been sufficient - apart from the one occasion when a more than zealous use of the hammer had led to the local Astrologer being slightly out in his calculations for the horoscope of the local gardeners society.

But now it seems that for some unimaginable reason mankind has ceased to believe in the forces of the Universe, the results of which were devastating. An echo rippled through the heavens as the 'GREAT COSMIC WHEEL' slid dangerously out of place and the twelve constellations of the Zodiac were shattered.

Nub had always been an emotional fellow and the destruction of the Zodiac sent him into a great panic. He needed a GREAT HERO to gather twelve tokens in order that he may rebuild the Zodiac. However as GREAT HEROES were in short supply, Nub had to resign himself with choosing a mortal to complete the task. THAT MORTAL WAS YOU.

On loading the adventure I was immediately impressed by the clarity of the screen layout, the top third of the screen is used to permanently display a graphic representation of the constellation you are currently travelling. Included within this display are the Greek signs for the Zodiac to the left of this a small part of the screen is given to display what

I can only best describe as a kind of laid flat compass, that not only displays the 8 points of the compass, but also includes two arrows for movement UP & DOWN and the words GO IN & GO OUT. On entering a location you will notice some or all of the compass points flashing on & off to indicate possible exits from the location you are currently in. I like this idea as it made movement through the game very easy. Sometimes you can be in a location where for example the S may be flashing and on trying to move in that direction are told that the road is closed for repair, these roads lead to other parts of the game and cannot be accessed until certain puzzles are solved.

Graphics take no further part in this Text only adventure. Most of the problems that you will encounter are variations on themes, but there are quite a few original ideas presented. The game will prove a satisfying challenge to both beginners and experienced players as the problems become harder as the game progresses, and by this I don't mean so hard that they are impossible to complete. Every problem has a logical solution and more than once whilst I was trying to solve one problem, the answer to another problem sprung to mind.

The player is free to explore a large area of the game and is able to build up quite an extensive map, before having to solve any of the problems set by the author. Mapping freaks will get great enjoyment out of mapping this game. Sudden Deaths are included in the game, but these are kept to the minimum and are well signposted. Disregard the warnings at your peril. Ramsave and Ramload are included which should ease the pain of being killed off.

On your travels through the heavens you will meet characters straight out of Greek Mythology such as Perseus, Andromeda, Hercules, Mercury, Cepheus King of Ethiopia and his beautiful wife Cassiopeia to mention but a few of the cast. These characters are restricted to one location and the only

kind of interaction, if it can be called interaction, is on first entering their location they greet you with a message, which suggests the task they wish you to perform. These tasks are usually of the type, Retrieve an object to Receive an object, which can then be used to solve another of the puzzles in the game. There are however other problems set which require you to solve riddles, unjumble anagrams and lots more besides. There are even problems were brain power will do you no good at all, and only persistence and patience will prove fruitful. This game will have you coming back to the keyboard again and again.

There is so much to recommend this adventure that its hard to believe that this is the author/authoress' first offering to the adventure playing public. Lots of research has been undertaken to write this adventure and at times whilst playing it names like Russell Grant and Patrick Moore kept springing to mind. Everything has been meticulously worked out even down to the inbuilt help feature. I urge you to spend some time playing the Fruit Machine. Even the signs of the Zodiac mentioned earlier can be used to help you solve the many varied problems. The only downfall I could find with the game was the rather limited use of the EXAMINE command which I felt could have been made more use of. But in a game as large as this something has to suffer, nonetheless this did not spoil my enjoyment of the game.

I have never heard of Square Peg before, but I am sure that providing he/she can keep producing games to this standard then I am sure Square Peg will soon become an household name within the adventure playing fraternity.

Ordering Details: Spectrum 128k:- Tape £2.49
Zenobi Software
26 Spotland Tops
Cutgate
Rochdale
Lancashire OL12 7NX

* REVEIW *

Double Agent written by Tom Frost
played on the PCW 8512

Your starship has been sent to Marego to help overcome a rebel invading force from a neighbouring planet. The rebel force brought with them a Crystal source of power (necessary for their survival) which is slowly polluting the Air, Water and Soil of Marego , such that it will be unable to support the life of its usual inhabitants. Your exploration party as been captured, tortured and killed by the, but two Agents manage to escape.

It seems that due to the treatment these agents received, they are no longer capable of original thoughts, however they both carry inbuilt communicators, which means that any commands entered at the keyboard will be transmitted to them and any responseor comment they make will appear as text on your screen.

I am not able to say too much about the game due to the £50 prize money being offered to the person who can complete it in the shortest possible moves. However what I can say is that this game was originally released on the Spectrum and if memory serves me well, I seem to remember reading somewhere that the shortest possible solution took 150 moves. This version has though been enhanced and as such I would expect the solution to require more moves than that.

Control of the Agents is pretty straightforward and on mastering it, the game becomes very playable, easy to map and contains plenty of original puzzles, which is what we come to expect from Tartan Software these days. Even without the Prize well worth adding to your collection

Ordering Details :- See advert this issue

* REVIEW *

The Challenge written by Jack Lockerby
played on the Commodore 64

The old tribal chief as died and you find yourself outside the tribal meeting place with the rest of your people. The reason for the gathering is to elect a new leader, a new chief. Normally of course the chiefdom is handed down from father to son, but as Pacheo the chiefs only son had few friends, mainly due to his bullying ways, it seems that Yarulla (thats you by the way) have come into contention for the chiefhood.

Chants of Yarulla for chief went up from the gathering, the fact that if Pacheo had sworn to banish you from the tribe if he became chief had nothing to do with you starting the chants in the first place. So when someone called out 'CHALLENGE' the elders of the tribe went into an huddle and after some deliberation, decided that you Yarulla should be the challenger.

Both Pacheo and yourself were given one half of a medallion. Your mission is to travel to the land of bears and reptiles to retrieve the Blue Stone. The only other condition to the task was that whomever returned with the Stone should be wearing the full medallion, after all there cannot be two chiefs. It was clearly a kill or be killed CHALLENGE.

Originally released on the Spectrum, and although looking a little dated, and even though it won't offer no great challenge to seasoned adventurers, it will still provide good cheap entertainment for the C64 adventurer. All the problems are logical as is the mapping. There are lots of objects that need to be found in the countryside that surrounds the tribal village, which can then be traded with fellow villagers for more useful tools to help you complete

the adventure. Typing HELP brings up a list of coded clues, which I found enjoyable to crack, then wished I hadn't because it made the game too easy. As with all of Jacks games this one will give you that 'Just one more go' feeling. For good old fashion Verb/Noun adventuring you won't go wrong adding this Golden Oldie to your collection. Ordering Details:- Tape £3.00 Disc £3.00

Guild Adventure Software 60 Tyburn Road, Erdington,
Birmingham B24 9NX

* REVIEW *

Colditz Escape written by Frank Fridd
played on the CPC 464/6128

This two part adventure was first released by Friddsoft a little while ago, but has now been re-released by WOW Software. Unsurprisingly, the idea is to escape from Colditz prison and return to bonny England.

The first part places you in the centre of the main yard and you have to find various items and give them to either the forger or the Clothing Officer in order to get a set of civilian clothes and some false I.D. After that, you have to find the Escape Officer and escape. On top of that there are lots of escape objects to be picked up, this seems to happen regularly when German Officers walk up to you and offer you one of three items. No wonder they lost the war.

The game area is very large but is well laid out and can be easily mapped. Every now and then you get called to Morning or Evening Appell and get placed back at the starting point, which is a bit annoying but is more realistic. The guards move around at set times and can usually be avoided, if you're carrying an escape item when you move into the same location then they confiscate it. If your not carrying

anything then they merely say "Hello how are you". A good point is that you can always HIDE certain objects around the buildings and relocate them using the WHERE objects command, although I haven't learnt how to pick up an hidden object yet!

Nice little touches abound in the game, like the arrow keys which have been re-defined to imitate the direction commands, i.e. up arrow for North. Now and again you get picked up, and told you "Have been a naughty boy!" and placed in the cell. To get out you can either wait until they get bored and let you out or you can bribe them with certain objects.

Written entirely in Basic, Colditz is an admirable feat of programming, the responses, so often deathly slow in Basic games, are quicker than most GACed games. Some of you may remember the articles Frank wrote in Probe about writing your own parser and with this game it shows he knows what he is talking about. The game seems to be bug-free, although having said that, it did crash with a "Subscript out of range" at one point. It could be got back into simply typing "GOTO 30" without losing your position or objects. I don't know why it crashed and it wouldn't happen again so it was probably a one-off.

The second part sees you outside the prison and you must journey across Europe to get home. I haven't got very far in this part, but I have been killed a few times by the over zealous Hitler Youth and some German Officers. The game seems to have been well researched and well written and, as I say, very well programmed. Not a bad game, logically planned and it progresses at a good pace.

Ordering Details: - Tape £3.00 Disc £5.00
WOW Software 78 Radpole Lane, Weymouth, Dorset DT4 9RS

Reviewed by Simon Avery

* PREVIEW *

Dragon Slayer
Spectrum 128k/48k

Even though I have been asked to 'preview' this first game by Martin Freemantle, under his new label, Dream World Adventures. I don't want to give too much away about it. When I was given the cassette, with it's superb illustration of a 'Dragon' on it, along with the letters 'D.W.A.', I suspected that with all the effort that had gone into the inlay, surely the game would be of a similar standard. The answer to this is thankfully 'Yes'. However, when I first heard that Martin was writing a game called 'Dragon Slayer', I was more than a little sceptical. After all, 'Dragon Slayer' is hardly an inspiring title, what with being the name of a style of adventure games, as well as the name of an actual game itself. However when I played the game I could see it was definitely out of the ordinary.

There are no location graphics, but graphics do occasionally pop up to illustrate an object or whatever, and help to break the monotony of pages and pages of text. Well done. The game also features animation of a kind, albeit simplistic, but when you climb a rope, you actually see your little man climb up a rope! Its original and inventive.

So, after babbling on for so long, what of the game itself. Well, I played the 128k version, which is still being refined, and I am told a 48k version is being written. The puzzles are fairly straight-forward, all logical, and Martin has tried his best to incorporate new puzzles, instead of the old ones, and has succeeded in as much as even the old ones still seem original and entertaining.

The game is very linear (Not one for mapping freaks), and there is generally only one way to go. Even so, there are occasions when you get trapped into going the obvious way too quickly, without collecting all the objects and so forth from other screens.

Having completed it, I can say that it isn't a terribly difficult game, but I enjoyed the preview version thoroughly, and if the 48k version is as good, then it should be a game well worth buying. I don't want to rave too much, as the game is not completely finished, but I can say Martin appears to have a debut winner on his hands.

Now then why aren't there any hamsters in it..?

Scott Denyer

I can only agree with Scott, that as a first time effort the standard of this adventure is very good. Its sure to be a winner. The 48k version is currently going back to the playtesters, and although some of the effects have been lost, due to lack of memory, the game is still on par with other games currently available. Well done Martin.

Availability details and Price

Write to

Dream World Adventures
10 Medhurst Crescent
Gravesend
Kent
DA12 4HL

* GIVE US A CLUE *

GERBIL RIOT OF '67'
played on the Amstrad CPC
supplied by Grimwold

Be pushy with what X-RAY Johnson is staring at. Ralph the Rat is scared of cats Inject the fudge with the half-full syringe and give it to Harry to get the straightjacket. Make the Battery for the Squirrel using the acid, zinc and copper. Spill the ink over the tissue The electric Sheep needs some canine guidance. Burn the singing Bush.....

DANGER ADVENTURER AT WORK TWO
played on the Amstrad CPC
supplied by Grimwold

Look In Desk to find a flask full of whisky. Use this to give you Dutch courage when venturing into dark places. Wash the Clothes to make them fit. Look Behind Pixie to find the Barbie doll. Carry the two dolls to make what the little girl is asking for. Cut the Bamboo with the knife, then make Pipe with it. Don't do the obvious with small plant to make it grow. Search the Garage to find something which will make looking under the car a little easier.....

AMITY VILE
played on the Spectrum
supplied by Jackie Holt

Duck as you enter the shed, Glue Spade with the goo from the microwave, Switch off electricity under the stairs, Bury monster in cemetery, Throw bottle to destroy the evil spirit

Mysterious Playground

played on the Spectrum
supplied by Jackie Holt

Break mirror in the Hall Of Mirrors, Pull Lever in Crystal Room, Slide down metal sheets using the carpet, Must have Candlestick, Watch, Medal, Trumpet, Dagger.....

DEEKS DEEDS

played on the Spectrum
supplied by Barbara Gibb

At the start you should choose 1 (Bowler Hat) 2 (Gun) 4 (Drum Machine) 6 (Portable Phone) 9 (Teleport)

The Krazy Kartoontist Kaper

played on the Spectrum
supplied by Barbara Gibb

Examine Portrait Carefully to find a Button. Press Button to reveal a tunnel You need a Brick to break a window, Try Dr Wat who will be helpful in exchange for a Ring. Listen then Howl Softly when Joe plays the flute. Beauty is in the eye of the beholder, so push Rose Into Eye. Are the parrot and panther annoying you? Bring on the Sandman by playing the flute, but you also need some sheet music. Nettles preventing your progress? you need the scythe from Death. Maybe you can get him very drunk.....

JESTER'S JAUNT PT 1

played on the Spectrum
supplied by Barbara Gibb

Wait until you have everything you can find before trying to get past the dog. You should have:- suit (worn) plus the basket, apple, pear, model, box, pie-dish, whistle, hanky, tin, wheel, carrots, coin and of course, the bone.....

ENCHANTED COTTAGE

played on the Spectrum
supplied by Barbara Gibb

From the start:-Exam Cube, Read Label, Press Red Side, Press Green Side, Press White Side, Press Yellow Side, Jump On Green Disc, West, West, In, Exam Boat.....

FISHER KING

played on the Spectrum
supplied by Barbara Gibb

From the start:- Say Nay (or you won't be given the sword by the Loathly Damsel), East, Down, Attack Knight (win good quality arms and armour), Cross Ford, East (to Blighted Enchantment), North (until you come across a shield hanging from a tree), Hit Shield (summons an hermit) Examine Hermit (he guides you to another part of the wasteland), North, West, West, Examine Couch, Examine Damsel (lovely!, but beware of her charms).....

BRIAN AND THE DISHONEST POLITICIAN

played on the Spectrum
supplied by Barbara Gibb

Some useful Inputs:- Examine Behind Bike, Sit On Chair, Open Stove, Cut Rope, Show Carrot, Sweep A Room, Lift Weights, Tie Lace To Hook, Tie Lace To Broom, Push Dustbin, Find Character.....

These pages are in danger of becoming Spectrum dominated isn't there any Commodore or Amstrad playing adventurers out there who are willing to contribute Hints, Tips etc etc. It doesn't matter if you have only half completed a game send in what ever you've got and help someone who may be stuck at a problem you have overcome.....Les

* FROM THE START *

I WAS A TIME OF DREAD
played on the Spectrum

East, North, North, Move Boulder, Get Horn, South, East,
North, Examine Cupboard, Get Potion, South, East, Open
Fridge, Examine Fridge, Get Carcass, Inventory, Cut Carcass,
Get Meat, West, South, Examine Floor.....

THE UNBORN ONE
played on the Spectrum

Inventory, Read Book, East, South, Examine Hedgerow, Get
Vial, Examine Vial, South, East, North, Examine Silver Tree,
Examine Roots, Get Arrow, South, West, North, North, Examine
Brook, Get Coin, Examine Coin.....

THE JADE NECKLACE
played on the Spectrum
supplied by Norman D Haigh

Inventory, Examine Suit, Get Keys, Examine Keys, Unlock
Drawer, Look In Drawer, Get Vest, Wear Vest, Examine
Telephone, Get Paper, Read Paper, Open Paper, Get Book,
Read Book, Drop Book, Look Under Desk.....

THE CASE OF THE
MIXED UP SHYMER
played on the Spectrum
supplied by Norman D Haigh

West, Get Cat, South, Examine Boat, Repair Boat, Get Case,
Open Case, Get Nightie, Get Toothbrush, North, East, Up, Up,
East, East, East, South, Examine Display, Get Seeds, Examine
Seeds, North, East, East, Examine Counter.....

* HELP WANTED *

If anyone can offer answers to the following questions or would like to be a Pen Pal then please reply to..

Paul Lewis 1 Hungate Lane, Hunmanby,
Nr Filey, North Yorkshire.

Temple Terror...Where can I find the Rope?
Moon Magic...Where can I find the 2nd Transporter and Oil for the Droid?
Domes of Sha...Where can I find a Light?
Ice Station Zero...How do I dodge the Combined Harvester?
Escape Stalag 13...Where's the Rope?
Extricator...Where's the Transport Card?
Never Ending Story...How do I enter the Tower?
4 Minutes to Midnight...How do I get out the Maze?
Starship Quest...Once I go down the shaft, why am I completely stuck?
Crack City...How do I stop dying in the Death Cell?
Federation...How can I get some Money?
Bugsy...How can I get some Money?
Terrormolinos...Who is missing at the wine place, How do I find them?
Uraquart Castle...How do I get the object off the Plant and the object off the Dwarf?
Randy Warner...Where is the Silver Key?
Gun Slinger...How do I buy the Sluice Box and Mule?
Maria Celeste...Where's the Rope?
Dome Trooper...Where are the codes to the Fight Phone?
Shipwreck...Where is the Oil for the Trunk?
Mafia Contact 1...How do I get some alcohol? Give the paper to the Tramp.
Mafia Contact 2...Where is the Penthouse Pass? The Janitor has it, Kill Him then Search Him.
Valkerie 17...Where is the enemy hideout?

* NEWS *

The Guild

The following titles are soon to be available to C64 Adventurers thanks to Tony Collins who, even as you read this, is busy converting the following Spectrum titles to the Commodore.

Coyra The Warrior Sage,
Axe Of Kolt, Magnetic Moon
Starship Quest, The Base
The Test, The Island
The Spiro Legacy.

Tony is also taking over some of Atlas Software Titles from Mandy Rodriques (Ex Probe) Availability and prices to be announced. For update contact..

Tony Collins

760 Tyburn Road Erdington Birmingham B24 9NX

Tel: 021 7492585

Zenobi Software

The following titles have been added to the ever growing list of Spectrum Adventures that are currently available from the Zenobi Catalogue. Except where stated prices are Tape £2.49.....Disk £3.49

Lasker's Crystals	Laurence Creighton	Spec 48/128
Tears of the Moon	Clive Wilson	Spec 48/128
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The Dark Tower	Jack Lockerby	Spec 48/128
The Mines Of Lithiad	Jack Lockerby	Spec 48/128
The Lost Twilight	Kane Conway	Spec 48/128
The Khangrin Plans	Jamie Murphy	Spec 48/128
Aura-Scope (not +3)	Square Peg	Spec 48/128
One More Big Disk	Various	Spec 128+3

featuring... The Taxman Cometh, Jesters Jaunt, Violator of Voodoo and Amulet of Dareth.....£4.99

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For your copy of the
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61 Bailie Norrie Crescent
MONTROSE
Angus
SCOTLAND
DD10 9DT

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AUTHOR	TITLE	TAPE	DISK
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June Rowe & Paul Cardin	Jester's Jaunt	£2.49	£3.49
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Sue Medley	Staff of Power	£1.99	—
Geoff Lynas	April 7th	£1.99	—
Sean Vennard	Wizard's Quest	£1.99	—
Keith Burnard	Radicomania	£1.99	—
Delbert the Hamster	Arnold II / Arnold the Adventurer	£2.49	£3.49
Ian Eveleigh	The Lamberley Mystery	£2.49	—
Mike Gerrard	One of our Wombats is Missing	£1.99	—
Patrick Walsh	The Case of the Beheaded Smuggler	£1.99	£2.99
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Palmer P.Eldritch	The Magic Isle/A Legacy For Alaric	£2.49	£3.49

NOTES

Titles marked with a * are NOT compatible with a 128+3 in '128k' mode, therefore you must either purchase the DISK version of the game if you wish to play it on a +3 or else buy the 48k version and settle for missing out on the enhanced features in the 128k version .. sorry!

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Zenobi Software

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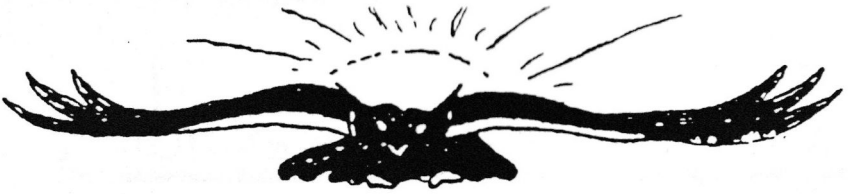
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BEST OF THE INDIES ... Vol. II Featuring - From Out Of A Dark Night Sky, Diablo, Crack City, Gordello Incident (1&2), Bounty Hunter, The Hermitage.	Various Artists	£4.99
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A convention for all Adventure Game enthusiasts is to be held on the 24th. October 1992 at the Royal Angus Thistle Hotel in Birmingham.
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A limited number of stalls are available for those wishing to sell or demonstrate adventure related products. Please ask for further details if you wish to take advantage of this facility.

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To reserve your ticket and for further information please contact Vicky Jackson (after 7pm. or at weekends).

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THE GUILD ADVENTURE SOFTWARE

TITLE:	AUTHOR:	TAPE:	DISC:
<u>SPECTRUM</u>		£	£
<u>COMPILATIONS</u>			
THE GUILDMASTERS VOL.1 (INTO THE MYSTIC, CAPTAIN KOOK (2 PARTS), NYTHYHEL (2 PARTS), MADRITH MOON (3 PARTS), BOOK OF THE DEAD (2 PARTS))	VARIOUS ARTISTS	4.00	----
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THE GUILD ADVENTURE SOFTWARE

COMMODORE

THE CUP - RIVER SOFTWARE - £3.00 TAPE/DISK

You have attended the annual "Liar's Club" dinner and prize-giving. It had been a great night, with each speaker trying to top the previous raconteur with wild and improbable tales. But the best by far had been Paddy Murphy and his tale of animals in the wild, his flaming-red hair waving wildly as he recounted his adventures. You arrived home in a merry state and were soon fast asleep. Just before dawn you are awoken by an horrendous scream from the foot of the bed and glancing down you see, to your horror, a mass of red hair and a back covered in claw marks. You attempt to assist but are told to save yourself from the lion — determined to get to the bottom of the mystery you quickly dress and step outside your front door —

WHICH HUNT - RIVER SOFTWARE - £3.00 TAPE/DISK

Whilst out walking in the woods a gentle mist descends around you. You wander about for an hour or two but as darkness approaches you realise that you are hopelessly lost — Suddenly, out of the gloom, the outline of a small cottage appears and standing at the open door is an old woman. She invites you in for refreshment and once inside places a blue hat on her head and says "If you want to see your loved ones again you must do as exactly as I do." Whereupon she spins around three times and vanishes from sight. Without thinking you do the same, and find yourself floating through space.

INTO THE MYSTIC - RIVER SOFTWARE - £3.00 TAPE/DISK

The countryside was in uproar. Folk congregated and spoke in hushed tones. "Where had all the magic gone?" they asked each other. So the Privy Council held a meeting as they usually do when they don't know what to do next. After a lot of passing the buck Merlin was chosen, no not to go on the quest, but chosen to find some mag. duff enough to put his life on the line. And find one he did, guess who?

THE JADE NECKLACE - RIVER SOFTWARE - £3.00 TAPE/DISK

You are Philip Mallow, private investigator, and you are busy swatting flies with a rolled-up newspaper when the phone rings and a dame on the other end of it rambles on about the theft of a necklace from her home in Cherry Tree Avenue. It is imperative, she says, that you recover it before her husband finds out that it is missing and after haggling over the fee, you agree to take the case. You drop the newspaper and —

THE CHALLENGE - RIVER SOFTWARE - £3.00 TAPE/DISK

You are Yarulla, skilled hunter and trapper. The old chief of the tribe has just died and all the villagers have gathered together to choose his successor. Normally the eldest son would be the automatic choice, but Pachoo was both a coward and a bully and nobody liked him. So when a voice cried out "Pachoo for Chief!", several voices replied "Challenge!" Not surprisingly one of them was your own, for Pachoo had sworn to banish you from the tribe when he was chief. The elders went into a huddle and after some long deliberation decided that you would be the one to challenge Pachoo — what next?

BOUNTY HUNTER - RIVER SOFTWARE - £3.00 TAPE/DISK

Dr. Froglea has been working on neuro-viral life forms, sanctioned by the War Federation, has recently broken new ground in their development. 22 such forms were grown in the laboratory and were being transported to Federation Headquarters in a blipship, under controlled conditions. However, the ship never arrived and is believed to have crashed on the 5th planet of Zeta 23. You have been issued with a Pulsar that is programmed for Viroid molecule destruction only and having accepted the commission must destroy the 22 life forms. You beam down to the planet surface —

JACK AND THE BEANSTALK - RIVER SOFTWARE - £3.00 TAPE/DISK

What more can be said about this tale, surely everybody knows what must be done to succeed in this game — but if not, just ask Mum as I am sure she will know what you have to do.

THE MISER - RIVER SOFTWARE - £3.00 TAPE/DISK

A brilliant rendition of the classic Christmas tale. You are Ebenezer Scrooge and must perform 12 good deeds in order to return to the human race. Jack Lockerby at his best!

REALM OF DARKNESS - RIVER SOFTWARE - £3.00 TAPE/DISK

You have been engaged by the king of a small island to recover treasures stolen from the vaults of his castle — or as he called it, 'his Treasury'. Any minor pieces that you find are yours to keep and dispose of as you see fit, but all the major items are to be returned to the king. On your travels you will encounter a mutant mole, a giant rat, a wounded hyena, a gentle bear, a gypsy, a peacher and of course THE THIEF!

THE HAMMER OF GRIMMOLD - RIVER SOFTWARE - £3.00 TAPE/DISK

Grimmold the Dwarf King is deeply troubled. The fabled hammer, a symbol of health and fertility, has been stolen by Valk, an evil magician. In the wake of this event great misery has spread throughout the kingdom and in desperation the king has called upon your services to recover the hammer and return it to its rightful owners. However, this will not be an easy task as you must first outwit the 'hooded' men, get past a nasty troll and even extract the teeth of a vampire before meeting up with Valk himself.

THE MUTANT - RIVER SOFTWARE - £3.00 TAPE/DISK

Twenty years ago on one of the South Sea Islands, the BOMB was tested. This small island has since returned to the lush paradise it once was and tiny villages have sprung up all around the coast. However all is not well and something has appeared in the mountains!! Something that no one who has seen it has survived to tell the tale of. You are the last hope. Can you track it down and destroy it, whatever it may be, before it is too late!

* LETTERS PAGE *

Dear Les

Excuse me for being the foul-mouthed, bad mannered, inconsiderate, un-feeling bastard that I am but what the hell is Larry Horsfield prattling on about. I almost choked on my morning coffee and toast when I read his letter in the latest issue of ' BARE-BONES '.... What gives with all this 'mother' and 'children' crap? I may be grossly mistaken but surely Mandy ran 'ADVENTURE PROBE' as a business... or at least that is how it seemed to me. In the days when ZENOBI used to advertise in those hallowed pages, Mandy used to charge me the best part of £150 per year for the privilege of having my adverts appear in print, and correct me if I am wrong but did all the readers of ADVENTURE PROBE not have to pay £1.50 per month for the pleasure of opening the pages of the magazine? Surely none of that is the act of a 'mother' towards her 'children'.... I know for a fact that my OWN dear old Mum never gives me a bill for the tea and biscuits she serves up whenever I deign to pay her a visit.

I know Mandy has often said that she ran PROBE as a 'non-profit making' enterprise but in my book there are only TWO real reasons for any enterprise being 'non-profit making'....a)The business/service is running at a loss..or..b)There is no charge being levied in the first place. Any other reasons are purely and simply excuses for sloppy business management.

Before anybody gets on their high-horse and accuses me for having a go at Mandy.... and heavens above I should even contemplate such a thing in the first place.... let me just say that when Mandy informed me that she would have to close down PROBE my first action was to write to her and inform her to FORGET all about any monies she may have owed me....

* LETTERS PAGE *

continued...

Mandy was a 'licenceware dealer' for ZENOBI'S ATARI ST range of games and as such owed ZENOBI some payments of royalties in respect of sales she had made..... I also offered to provide those of her subscribers that I could with copies of FREE games in order to wipe out her debts. Obviously this only applied to those subscribers that had access to SPECTRUM or ATARI machines. I also told her to use the ATARI licenceware to re-imbrues whichever subscribers she saw fit and that I would forego any royalties that she might accrue from this action. To me that was offering 'support'...solid financial support, not just simple well-meaning words. Since then I have stuck to my side of the bargain and a few subscribers have already received their FREE games in lieu of the money owed to them by Mandy. My 'support' has been given and at MY OWN expense!!!

I fully understand that there are a lot of people out there who will miss PROBE.. not as many as there used to be, otherwise Mandy would not have found herself on the receiving end of falling subscribers, but nonetheless enough of them to merit some good efforts being made to keep PROBE alive. However let us not get carried away on a wave of nostalgia and sentiment. The simple reason that Mandy packed in the publication of PROBE was a FINANCIAL one... circumstances meant that she could no longer continue to handle something that was running at a loss, at least not without affecting the well-being of her own family and by that I do not mean the 'children' that Larry Horsfield refers to but by the members of her own flesh and blood that she must give priority to. We were only the customers and as much as we would like to think that PROBE was a part of us, it was NOT us that was paying the bills to keep it going nor was it us who had to do all the hard work that was required to enable it to land on our doormat once a month... it was Mandy that did all that... and I for one thank her for that... subscriber or not!

* LETTERS PAGE *
continued...

So to the likes of Larry Horsfield I simply say....'Do not be a sentimental prat! If you and PROBE were as close as you think you were then you should have seen this coming a long time ago and your support should have been given then not now especially not in the form of a load of slushy sentimentality.'

If, as you say in your editorial, Barbara Gibb does take over the handling of PROBE's affairs then I wish her all the success possible and knowing Barbara as I do (she has play-tested for me for a number of years now) then I feel sure she will give it her best effort.

On a slightly light note, let me say how much I enjoyed the first issue of the new 'look' version of 'B-B' and I will look forward to seeing how future issues turn out. Thanks for the FREE adverts by the way... they were much appreciated.

John Wilson p.p ZENOBI SOFTWARE.

Well I said last ish! about starting a debate through the letters page. This just might be the start of it. Les

Dear Les

Thanks for 'Book 4' of 'Bare Bones' I think you have it 'right', from the off, I specially like the solutions, and the golden oldie bit, I think if you stick to that format, you can't go wrong. Good luck with the magazine, I hope it takes off in a big way

Walter Pooley Bootle, Merseyside

* LETTERS PAGE *
continued...

Dear Les

thanks for issue 4 and the back issues of BARE BONES. Its good to see that each issue is improving, and the magazine should build up to a good reference library. I prefer to have full solutions in booklet/magazine form, as I'm always losing single-sheet solutions.

Issue 4 is approaching the style of the much-missed SPELLBREAKER. BARE BONES shows great promise, and its good to see that several 'names' from the adventure world have already written or contributed to BB. I particularly like the fact that BB is for 8 Bit machines! I use SAM (1536) and a Spectrum 128k, and find that these 8 Bits suit me fine, but I'm always of the impression that we 8 Bit owners are looked on by the 16 Bit/PC owners as owning the equivalent of dinosaurs. I don't mind that in the least, as we have vast numbers of adventures available to us, usually at very low cost.

Whatever machine you use, adventurers are a very sociable bunch. I'm involved with the SAM ADVENTURE CLUB, and I'm very pleased and encouraged by the support and enthusiasm shown by other adventurers who sometimes haven't even used a SAM.

PHIL GLOVER

45 Fernadale Road, Hall Green, Birmingham B28 9AU

It seems that I owe you and your members an apology for not including your machine in the magazine, but the reason for this is, I don't own a SAM and as such I feel I would not be able to write or comment on games written for this machine. However I can offer you or one of your members a page or two in each magazine if you want to contribute items for it. Les

* LETTERS PAGE *
continued...

Dear Les

I hope you don't mind me forwarding a few suggestions regarding the presentation of solutions within the pages of BB. There must be lots of people with original first published adventures from the mid/late 1980s which have not been completed. I'm sure these people would love solutions for them. Why not produce, for example a booklet with all of the Scott Adams Adventures or a booklet with all of the Mysterious Adventures or even a booklet (or two) full of Level 9 solutions. I am currently finishing off *The Hobbit and Shadows Of Mordor*. As I am unable to score 100% on *The Hobbit and Shadows Of Mordor* I consider them unfinished. I have finished *Lord Of The Rings* (1 & 2).

There are lots of niggly bits in the Tolkien Trilogy that need to answered for example, in *The Hobbit* I cannot get 100% and I cannot get the program to print out my final score, it just congratulates me, Whats the point of the Golden Key?. I also disagree with the percentages given by Mike Gerrard in his book, which some people have copied without checking. (Unless I have missed something). Again in *Shadows Of Mordor* I can't score 100% and I am also unable to open the door at the end. Also what is the point of rescuing the Orc imprisoned by Sholab?. I am sure there are other adventurers out there seeking the PERFECT solution to these and other games. Why not have a page printing questions raised on adventures already published. Then readers would be able to respond and through your pages a dialogue could be conducted, resulting in PERFECT solutions for all and a new lease of life to all the old tapes sitting on the shelves.

EDWARD J WYATT

91 Bouncers Lane Cheltenham

Consider it done. See Help Wanted Page this ish.

* GOLDEN OLDIE SOLUTIONS *

The Island By Virgin Software
supplied by Neil Currie

Take Map, Read Map, Drop Map, Open Door, South, Take Cap,
Board Boat, Go South (until you reach land) South, South,
South, Take Axe, South, East, North, North, Take Rope,
North, North, East, East, East, East, Take Bottle, Read
Label, South, West, South, Break Door With Axe, South, East,
Take Rum, Take Flute, West, North, West, West, South, Open
Bottle, Drink Potion, Drop Bottle, South, South, South,
East, East, North, East, Play Flute, East, East, North, Take
Dynamite, South, West, West, Play Flute, Drop Flute, West,
Take Wire, South, East, South, South, South, South, South,
West, West, West, Give Rum, East, East, East, North, North,
North, North, North, West, Take Spade, South, South, South,
Dig, Open Chest, Drop Spade, Take Parchment, Read Parchment,
Drop Parchment, Take Spade, North, North, North, West, West,
North, North, North, East, North, East, North, Look Up,
South, West, South, West, South, South, South, East, East,
East, South, South, South, South, South, West, West, West,
North, West, West, North, Throw Axe, North, North, West,
South, Dig, Drop Spade, Take Treasure, North, North, North,
West, West, West, West, North, North, East, North, Place
Dynamite, Fix Wire Dynamite, Fix Wire Socket, South, North,
North, North, North, Down Rope, North (until back home)

* WEREWOLF SIMULATOR *

A Spectrum Solution
supplied by Norman D Haigh

Get Tablets (to cure migraine), Inventory (you have a
watch), Answer Phone, Examine Index, Dial Joe (he's not at
home), West, Down, South, Knock On Door, Ask Leclare About

Murder, East, South, South, East, South, South, South, West, East, East, Search Books, Read Book, West, West, North, Up, Search Desk, Examine Photo, Down, South, West, Search Records, Search Under Werewolf, Search Under Doyle, North, North, Get Nail, Get Hair, North, Eat Tablet, Up, Look In Mirror, West, Down, Search Room, Search Coat, Look, Read Certificate, Up, North, East, Buy Pentagram, Sell Watch, Buy Silver, West, West, East, East, North, East, East, Knock On Door, Ask Willis About Murder, East, Open Vasculum, Get Plant, South, North, North, East, North, North, East, Up, East, Dial Mortuary, Ask For Deaths, West, Down, West, West, West, West, South, Ask For Mortician, Ask About Corpse, Ask About Nail, Ask About Hair, Up, West, North, North, West, Ask About Jones, Ask About Murder, East, Ask About Joe, Ask To See Him, Hit Joe (he is released), East, East, East, East, South, East, Up, East, Drop Receiver, Answer Phone, West, Down, West, West, West, South, East, South, Down, Question Wino, Give Money, Up, East, North, East, Up, Up, Eat Tablet, Look, Down, Down, North, North, West, West, South, West, Search Ground, Look, Get Ticket, East, North, East, East, East, North, West, West, Buy Gun, Ask Him About Bullets (he takes silver and asks you to come back later), East, Question Woman, Say No, North, Show Ticket, Drop Ticket, South, East, North, Up, Drop Plants, Drop Money, Drop Tablets, West, Down, West, West, West, South, East, East, East, North, West, West, Ask About Bullets, Load Gun, East, East, East, South, East, East, East, North, East, North, North, West, South, Search, Shoot Werewolf, Examine Werewolf, Drop Gun

* KOBAYASHI AG' KWO *

A Spectrum Solution

Carefully Examine The Monitor, Get Map, Examine Monitor, Examine Map, Examine Buttons, Press Button 3, Examine Bracken, Examine Bracken, Get Rod, Examine Rod, North,

Examine Sea, Wade In Sea, Get Rope, Examine Rope, South, East, North, Examine Gorge, Get Book, South, East, East, North, Drop Rope, Get Rope, South, Examine Rope, Throw Rope, Climb Rope (If Dry), Examine Outcrop, Examine Hole, Get Bow, Get Arrow, Examine Bow, Examine Arrow, Climb Rope, I, West, North, Drop Map, South, East, Get Rope, West, North, Tie Rope To Waist, Tie Rope To Arrow, Examine Shore, Aim Arrow At Tree, Fire Arrow, Get Map, Cross River, Dig Earth, Get Toothpick, Examine Toothpick, Insert Pick Into Rod, Examine Key, West, Unlock Door, West, Examine Cave, Examine Walls, Examine Hole, Widen Hole, Get Mythos, Examine Mythos, Examine Writing (If Carrying Book), Rub Back Of Mythos, I, Drop Bow, Drop Book, Examine Monitor, Examine Map, Press Button 2, Examine Debris, Look, Examine Cluthos, Examine Knife, Examine Sword, Examine Sheild, Examine Helmet, Examine Ring, Get All, Wear Cluthos, Get Ring, Wear Ring, Get Helmet, East, North, Examine Waif, Ask Waif " Help ", Examine Scroll, East, East, Jump Out Of Window, Fill Helmet With Water, Examine Forest, Examine Flowers, Tread Carefully, Pour Water On Flowers, Examine Pellet, Drop Helmet, Get Pellet, Eat Pellet, Examine Pil, Dig Mud, Dig Mud, Dig Mud, Examine Chalice, Get Chalice, Drop Chalice, Remove Cluthos, Drop Cluthos, Examine Monitor, Examine Map, Press Button 4, South, West, Give Ring To Shalloth, Remove Ring, Examine Shalloth, Give Ring To Shalloth, Examine Eyeglass, East, South, Raise Sheild, South, South, Drop Map, East, East, Examine Place, Get Lens, West, Examine Lens, Insert Lens Into Eyeglass, West, Get Map, South, East, Wear Eyeglass, Examine Ruin, Examine Tarquin, Ask Tarquin " Help ", West, North, North, East, Laugh, Examine Weird, Examine Icon, Get Icon, West, South, South, West, Wait, West, Remove Eyeglass, Examine Monitor, Examine Map, Press Button 1, South, West, North, Examine Door, Examine Keypad, South, South, Drop Sheild, South, Pull Sheild With Sword, Examine Troll, East, Get Sheild, Give Sheild To Troll, Get Paper, Examine Paper, North, North, (Reflection In Door - Mirror), Input 852, Input 258, North, Examine Spider, Examine Web, North, Cut Web (Need knife Sword), North, Examine Pool,

Drop Sword In Pool, Drink From Pool, South, South, South, South, Kill Troll (Need Sword), East, Dig Sand, Get Vial, Examine Vial, Drop Vial, Look, Get Martinet, Break Sword, Examine Martinet, Press Button.

Notes:-

CR = Number of credit gains....This must be more than 100 at end of game.

ST = Strength left....This must be greater than Zero to finish game.

* ARNOLD II *

A Spectrum Solution

Examine Under Store, Get Watch, Sit On Chair, Get Leg, East, Examine Vegetables, Get Spade, North, East, Southeast, South, Southeast, Examine Rubble, Get Rock, Northwest, North, Northwest, North, North, Examine Cage, Get Wheel, Examine Sawdust, South, East, Fix Cart, South, Dig, Get Gold, East, Burn Straw, Get Spoon, West, North, Northeast, Southwest, West, North, North, North, West, North, Give Gold, East, East, North, Examine Piano, Lift Lid, Up, East, Examine Under Bed, Get Pen, Move Rug, Prise Floorboards With Pen, Insert Hand, Get Map, South, Pull Chain, Examine, Examine, North, West, Down, South, West, North, Give Cabbage, North, West, Blow Sawdust, North, Pick Lock, South, East, North, Give Spoon, North, South, South, South, South, South, South, South, South, West, West, Southwest, South, South, Get Feather, Up, Up, Board Boat, West, Give Magazine, Northwest, Chop Tree, West, North, Up, West, Northwest, Examine Wall, Climb Footholes, West, Eat Beans, Jump, Tie Chain To Handle, Pull Chain, East, Use Map, East, Throw Rock At Shelf, Get Key, West, North, Tickle Guard, Examine Guard, Get Sword, East, Examine Under Bed, Down, Southeast, Stab

Spider, Cut Web, East, North, Up, Press Button, East, North, Open Cupboards, Get Jar, West, West, Examine Bookcase, Oil Handle, Pull Handle, North, Stand On Table, Up, Push Wardrobe, East, East, Up, Get Schwartz, Put Schwartz In Jar.

* TEACHER TROUBLE *

A Spectrum Solution

Say to Dillon " Follow Me ", East, East, East, East, North, North, East, Look Under Paper, Get Money, West, West, West, Get Shovel, East, Up, West, West, West, Climb Rope, Open Cupboard, Get All, East, East, East, East, East, North, East, South, Get Shirt, North, East, East, Look In Cupboard, Get All, East, East, East, North, Look On Shelves, Look On Shelves, Look On Floor, Get All, South, East, Give Shirt To Rozzley, Give Trousers To Rozzley, Give Necktie To Rozzley, Give Blazer To Rozzley, Say To Rozzley " Help ", West, West, Down, Down, East, South, West, Use Map, Give Map To Evans, Follow Evans, Say to Evans " Help ", East, Unlock Hut, South, Get All, North, West, South, West, West, West, North, Fill Bucket, South, East, East, East, East, East, Mix Concrete With Shovel, Fill Rugby Ball With Concrete, West, West, West, West, West, West, North, Drop Rugby Ball, North, Hit Hockek Ball With Slick, Free Woodward, Say To Woodward " Help ", South, South, East, East, North, Fill Bucket, South, West, South, Wait (Until Dinner Bell Rings), South, South, South, Say To Lady " Help ", East, North, Buy Sugar, South, South, Buy Rice, North, East, Buy Laxative, West, West, Say To Lady " Help ", North, North, North, North, East, East, North, Hit Button With Mallet, South, West, West, North, North, Examine Desk, Get All, South, South, East, East, East, East, North, North, West, Up, East, East, North, East, South, Unlock Door, Say To Dillon " Stop Here ", East, Jump On Trampet, Burst Bubble, Say To Woodward " Help ", Say To Dillon " Follow Me ",

North, East, East, Unlock Door, South, Tie String To Nail, Pull String, Say To Sharp " Help ", North, West, West, North, Look On Table, Get All, South, West, South, West, West, West, West, Mix Fluid In Bucket, Throw Fluid At Bodie, South, Get All, Wear Outfit, North, East, East, Down, East, South, South, West, West, West, North, Fill Bucket, South, East, East, East, North, East, East, Examine Hive, Fill Janjar With Honey, West, West, North, West, Up, East, East, North, North, Look In Cupboard, Look In Drawer, Get All, Mix Ingredients In Saucepan, Empty Saucepan In Bowls, South, South, West, West, Down, East, South, South, West, West, North, Hit Button With Mallet, South, West, West, North, North, Knock Door, Give Novel To Bennet, East, Give Bowl To Morris, West, South, South, East, North.

* WHITE DOOR *

A Spectrum Solution
supplied by Mal Ellul

Start In Lounge: Read Note, Search Desk, Read Diary, In Kitchen: Get Iowel, OPEN Drawer, Get Scissors, Collect Torch and Battery, Insert Battery, In Garage: Open Cupboard, Get String, Collect Wrapping Paper. Open Chest in Cellar with Chisel, Put Ottoman on Landing to Reach Trapdoor, (Look Up to See It), Unlock Trunk with Key from the Jewel Box, Wrap each Present (Carrying String, Paper and Scissors), Examine Clothes In Wardrobe, Get and Wear Poncho, Get and Wear Wellingtons, Open Cabinet In Bedroom to Find Shaving Foam, Spray Foam to make a Beard, Drop Presents in Respective Childrens Rooms (Once Disguised)

Wanted urgently Solutions for all computer formats, in particular for the Amstrad and Commodore. So if you have yet still to contribute, then nows the time to do it. Don't leave it to someone else

* PHAROAH'S TOMB *

A Spectrum Solution
supplied by Mal Ellul

Climb Slope, Get Horn, North, Get Matches, North, Move Rock, Y, Enter Tomb, Drop Matches, East, East, East, Get Cloak, East, Rub Lamp, Get Slab, West, Get Fan, South, South, Get Ice, Down, East, Stand On Scales, West, Up, West, West, Get Ring, North, Open Door, Wear Cloak, Wear Ring, Enter Tunnel, Get Matches, East, East, South, South, South, East, Drop Matches, West, North, Enter Tunnel, East, South, West, South, South, Blow Horn, Drop Horn, Go Through Door, West, Get Rod, South, Rub Ring, Get Shield, South, East, West, North, East, East, North, North, Drop Cloak, Drop Ring, Get Key, Get Ladder, Get Candle, East, North, West, West, West, Drop Rod, Drop Shield, North, Enter Tomb, East, East, South, South, South, East, Drop Ladder, Drop Candle, North, North, Pull Lever, South, Down, South, South, North, West, East, South, South, West, West, Go Through Door, West, Get Mask, East, South, Use Key, Get Statue, Drop Mask, North, Go Through Door, East, East, North, North, West, East, South, Wave Fan, Down, Get Brick, Up, North, West, East, South, North, West, Up, North, North, West, North, West, West, West, West, Drop Statue, Drop Mask, Drop Brick, Drop Fan, North, Enter Tomb, East, East, South, South, South, East, Get Ladder, Get Matches, Get Candle, Down, Drop Ladder, Light Candle, Use Match, South, South, South, Get Belt, West, South, South, Get Plank, North, North, West, South, South, Light Candle, Use Match, South, South, East, East, East, South, East, Open Box, Use Key, Get Necklace, West, South, Drop Key, Get Ram, North, West, North, Use Plank, North, North, East, East, East, North, Climb Ladder, West, North, North, North, West, West, West, West, Drop Belt, Drop Necklace, Drop Ram.

* The Edward J Wyatt Pages *

Over the next few issues of GG a number of pages have been given over to Edward to enable him to present his own unique style of solutions. This month he works his way towards a perfect solution to....

* SHERLOCK *

A Spectrum Solution

You start, as Sherlock Holmes, in the sitting room of your flat at 221B Baker Street. Dr Watson is sitting in an armchair reading the Daily Chronicle. This walk through adventure takes about 100 minutes to complete. Cab prices may vary from those printed.

FROM START TO LEATHERHEAD STATION : Monday 8:00 am

Say to Watson ' Good Morning ' (its a good idea to speak to all characters), Wait (Until Dr Watson offers a case which may interest Holmes. Watson mentions how two close friends, a Mrs Brown and a Mrs Jones, were each murdered in separate incidents, although apparently by the same weapon. The murders took place in Leatherhead and have so baffled the local police they have called on the assistance of Scotland Yard. Inspector Giles Lestrade will go to the scene this morning.), Say to Watson ' Follow Me ' (Watson climbs out of his armchair. If you do not tell Watson to follow he will depart leaving a note saying he has gone back to his practice, and will return later), Take Oil Lamp, Open Plain Door, North (Into small closet where you see disguises of an old man and Chinaman. These should be taken now to prevent returning later), Wear Chinaman Outfit, Take Off Chinaman Outfit, Wear Old Mans Outfit, Take Off Disguise,

South, Say to Watson ' Drop Chronicle ' Open My Door, West, Down (*Into an Entrance Hall*), Open Front Door, South (*Onto Baker Street*), Hail Cab, Climb Into Cab, Say to Cabbie ' Go To Kings Cross Road ', Wait (*Until cab is in Kings Cross Road*), Pay Cabbie 6d (*Or any amount as change is given, in old money*), Climb Out, Northeast (*Now at Kings Cross Station*), Northeast, Northeast, Northeast (*Where you see Lestrade at Platform 3*), Say to Lestrade ' Hello', Wait Until 9:15 (*When a train pulls into the platform*), Climb Into Train (*Lestrade also climbs in*), Wait Until 10:30 (*When the train arrives at Leatherhead*), Climb Out.

TO THE BRIDGE

South (*To Leatherhead Station, where you are introduced to Chief Constable Straker*), Say To Straker ' Hello ' (*This prevents you being denied access to the house later*), Look (*Until Straker informs Lestrade of the murders. Lestrade asks to be taken to the Brown's estate, and Straker heads South*), South, Southwest, East (*To the bridge, where Straker tells Lestrade that Mrs Brown's husband was a scientist who was working on a top secret project and was killed 5 years ago. The plans were never seen again*), Closely Examine Bridge (*You find a fresh chip in the stonework*), Closely Examine Corpse (*It's female, with powder burns on her right hand. Straker says the gun has not been found*), Take Note, Read Crumpled Notes (*It concerns a meeting by the bridge at 12:30 with important news, signed P.F. You can now either wait until Lestrade returns, about 11:32 am, when he requests to see Strachan and Phipps, or you can make your own way to the Brown's house, and wander about until the police arrive*).

TO THE BROWNS HOUSE

West, North, North, Northeast, South (*By the front door*), Open Oak Door, South, South, Open Wooden Door, West (*Into the Brown's study*), Examine Desk, Open Drawer, Examine

Drawer Closely (*It has a false bottom*), Open False Bottom,
 Look, Closely Examine Bank Book (*In Mrs Brown's name. It
 has many substantial withdrawals*), Take Note, Read All
 Notes (*This tells of vital news, signed by Tricia Fender*);
 Close Drawer, East, North, Open Heavy Door, East (*Through
 the heavy door into the living room where Daphne Strachan
 and Basil Phipps are assembled*), Look (*Until about 11:45,
 when Strachan and Phipps are questioned by Lestrade. Basil
 gives his alibi, saying he was in his rented house, in
 Cobden Lane just down the road, playing Chopin on the piano
 until late on the night of the murders*), Say To Basil ' *Give
 Me Your Address* ' (*He says Camden Street in London and
 Cobden Lane in Leatherhead*), South (*Follow Straker into
 the Dining Room where you may have to open the Plain Door*),
 West (*In the Kitchen where you see the gardener, who was
 wakened by a gun shot, and found Mrs Brown in the garden*),
 Look (*Whilst Lestrade questions the maid, who was woken up
 by the noise, and bets that Basil is involved*), Look (*Whilst
 Lestrade questions the cook who is a heavy sleeper,
 and did not hear the gun shot*), Say To Cook ' *Tell Me About
 Basil* ' (*She mentions a Will and that Daphne was cut out by
 Mrs Brown because of her alliance to Basil*), Look (*Until
 Lestrade leaves to visit the Jones estate, and follow*),
 East, North, West (*Via the heavy oak door*), North, North,
 North (*Where you see a policeman at the Brown's front gate*
)

10 THE JONES' HOUSE (*body of Mrs Jones/Tricia Fender*)

East, East (*To the Jones front gate, you see a local
 policeman at the gate*), South, Open Front Door, South, Open
 Sitting Room Door, West, Open Solid Door, South (*Into
 Library, where there is a body*), Look (*As Lestrade
 examines the body, and Straker says Mrs Brown, a widow, came
 to live near her best friend*), Closely Examine Body (*Of a
 woman shot in the head, who is unrecognisable*), Closely
 Examine Bookcase (*It swings open to reveal a small room*)
 West, Take Clothes.....to be continued next ish!

* QUIZ PAGE *

Right its quiz time. Ten questions have been set by Grimwold which on the surface looks pretty easy. However be warned looks are deceptive. Unfortunately this quiz is just for fun, but Im hoping in the future to run some competitions that are right stinkers. So take heed you crossword compilers and quiz setters, START SENDING THEM IN and maybe we can start awarding prizes for the winners. Right on with the quiz.

- 1 Your name.....
- 2 How many animals of each species did Moses take on the Ark?
- 3 If you were alone in a deserted house, at night, and you noticed a fire, a candle, and a lamp in the room, but you only had one match, what would you light first?
- 4 Divide thirty by one half and add ten. ?
- 5 If a doctor gave you three tablets, and told you take one every half hour starting from now. How long would the tablets last?
- 6 Which country has the 4th of July, Britain or America?
- 7 Some months have 31 days, some have 30. How many have 28?
- 8 Two British coins when added together make 25p. One of them is not a 5p coin. What are they?
- 9 An electric train was travelling South from London Victoria to Brighton at 60MPH into a headwind of 60MPH. In which direction would the smoke from the engine blow.
- 10 A man built a house with six sides. He did this so he could have a south-facing view from each window. He was then killed by a bear, what colour was the bear?

Be warned, its not as easy as it looks. Answers on the next page

Answers to Intelligence Test

All answers are written backwards

1....mmU

2 .hoaN saw ti ,kra eht otno slamina no koot sesoM

3 .tsrif hctAM

4 .07=01 ddA .semit ytxis ytriht otni flah ,oS .flah NI ton
,flah ENO yb ytriht ediveD

5 .ruoH 1

6 .ylUJ fo htrof eht evah htoB

7 .tsael ta ,syad 82 sah htnom yrevE

8 .nioc p02 a eb lliw t'nsi taht eno ehtI .nioc p5 a eb tsum
rehto eht os ,nioc p5 a t'nsi meht fo ENO syas tI .p52 ekam
snioC owI

9. (! gnorw ylsuoires si gnihemos sselNU) .niart cirtcele
na morf semoc ekoms oN

10 .reaB raloP A ,etihw eb dluow raeb eht fo ruoloc eht
,ecneH .eloP htroN eht ta si esuoh a hcus dliub dluoc uoy
ylno ehtI

Hands up everyone who had more problems checking their
answers than answering the questions. Even worse how many of
you got the answer to No 1 wrong.

Lets hope we can make it a lot harder next time. Come on
send those puzzles and things in.

TARTAN SOFTWARE,

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MONTROSE
Angus
Scotland
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DOUBLE AGENT

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Both adventures have been produced using the excellent adventure-writing utility know as PAWS, from Gilsoft

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Joan Pancott Amstrad	0305-784155	Sun-Sat 1pm-10pm
Walter Pooley Various	051-9331342	Any reasonable time
Goblin Gazette Various	0482-445438	Any reasonable time

More Helpliners Needed

If you would like to offer telephone help to other readers then please send in list of Adventures completed and state which format they were played on. Also include times that you are available to receive calls